OKLAHOMA LOTTERY COMMISSION BRAND AND STYLE GUIDE Rev. 2022

1.0 OUR BRAND 2.0 OUR LOGO **3.0 COLOR PALETTE** 4.0 TYPOGRAPHY 5.0 GAMES 6.0 PLAYERS CLUB

1.0 | OUR BRAND

1.1 | BEGINNINGS

The Oklahoma Lottery came to fruition on November 2, 2004 with the passing of the Oklahoma Education Lottery Act by a vote of the People of Oklahoma. From the beginning, the Lottery was designed to enhance our state's education funding by creating the Oklahoma Education Lottery Trust Fund. From there, profits from the Lottery are appropriated into school budgets by the State Legislation and allocated for use by District Administration. Since its inception, the Oklahoma Lottery has contributed over **\$1 BILLION** to Oklahoma Education. As we continue to grow sales we in turn increase the amount of money we contribute and Oklahoma students win.

2.0 | OUR LOGO

2.1 | PRIMARY LOGO

The primary logo consists of two key elements: the Scissortail Flycatcher, the official bird of the State of Oklahoma, and our State itself. They combine to form the eye-catching standard of the Oklahoma Lottery, which not only represents the great State of Oklahoma, but gives back to it as well.

> Logo Mark



OKLAHOMA LOTTERY

The Oklahoma Lottery uses a color palette that represents the beauty of the State of Oklahoma. From the multiple blue tones of the wide-open skies that stretch from Idabelle to Guymon and from Miami to Altus, to the vibrant green of the Oklahoma plains, the colors represent the diverse majesty of our State.



VERTICAL VERSION

When using for consumer projects, only "Oklahoma Lottery" is necessary.



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OKLAHOMA LOTTERY
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TAGLINE VERSION

The tagline version should only be used for official state agency projects.

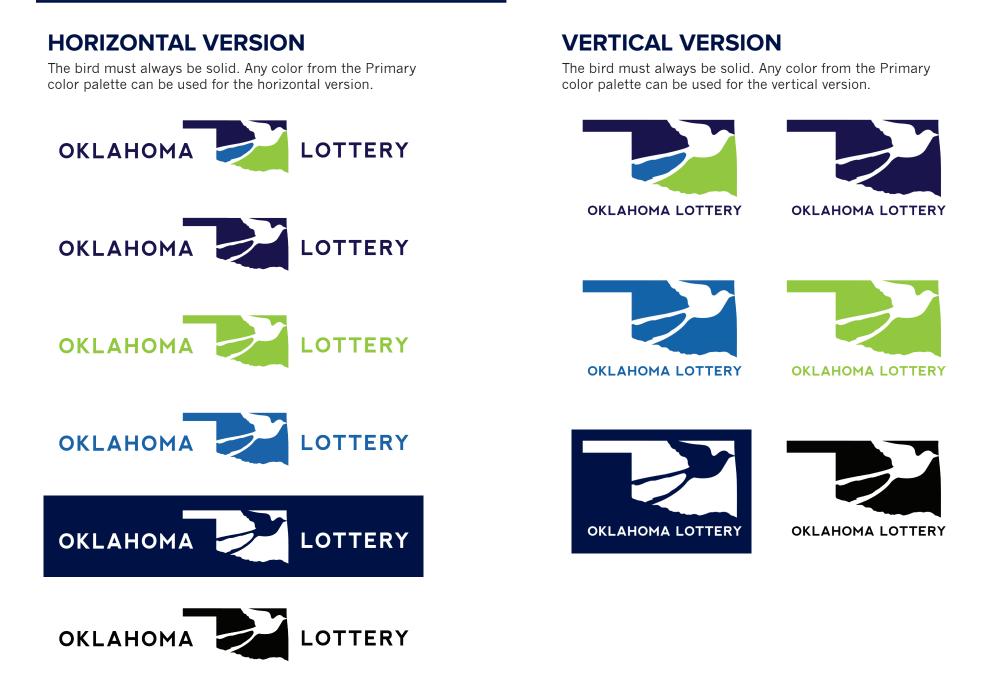


HORIZONTAL VERSION

Horizontal version should NOT be used for official state agency projects.



2.3 | PRIMARY LOGO FAMILY



2.4 | ALTERNATE LOGO

The alternate logo also consists of the Scissortail Flycatcher adorned over the familiar—and easily remembered abbreviation of the State: OK.



Logo Mark

The alternate logo represents the radiant blues of the Oklahoma sky, visible in all its splendor throughout all four seasons.

Okie Nights Scissortail Skies Fields Windy White

2.5 | ALTERNATE LOGO FAMILY

ONE-COLOR OUTLINE VERSION

The bird must always be solid. Any color from the OLC color palette can be used for the one-color version. *Logos using the alternate color palette must be approved prior to use.





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OKLAHOMA LOTTERY



TWO-COLOR OUTLINE VERSION

The bird must always be solid. It is permissible to use any combinations of two primary logo colors as long as the bird and "Oklahoma Lottery" are the same color. The alternate color palette cannot be used.



















OKLAHOMA LOTTERY OKLAHOMA LOTTERY

2.6 | ALTERNATE LOGO FAMILY

ONE-COLOR SOLID VERSION

Any color from the OLC color palette can be used upon approval. *Logos using the alternate color palette must be approved prior to use



















TWO-COLOR SOLID VERSION

It is permissible to use any combinations of two primary logo colors as long as the bird and "Oklahoma Lottery" are the same color. The alternate color palette cannot be used.



















2.7 | LOGO USAGE DON'TS



Scaling must always be proportionate to avoid stretching or condensing logo.



Drop shadow, reflection, and other graphic effects cannot be used with any format.



Logo cannot be used as part of a word or sentence.



Do not add graphic elements or words to the logo space.



Do not alter the scale of the graphic or copy elements on either logo format.



Do not alter the location or orientation of graphic or copy elements.



Do not use any colors other than the primary colors, and alternate colors (upon approval).



Do not place a stroke around either format of the logo.



Do not change the font to anything other than Nevis Bold.

3.0 | COLOR PALETTE

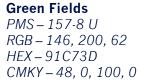
3.1 | COLOR PALETTE

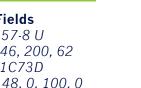
PRIMARY COLORS



Scissortail Skies PMS – 106-16 U *RGB – 0, 99, 166* HEX-0062A5 СМКҮ – 100, 52, 0, 13

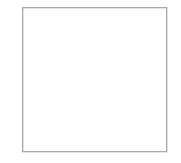








Okie Nights PMS-282 U RGB – 4, 30, 66 HEX-041E42 CMKY – 100, 72, 0, 73



Windy White *RGB* – 255, 255, 255 HEX – FFFFFF *CMKY* – *0*, *0*, *0*, *0*



Stormy Gray PMS – Cool Gray 5 U RGB-167, 169, 171 HEX-A7A9AB CMKY-0,0,0,40

ALTERNATE COLORS



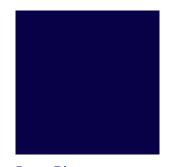
Bison Blue PMS – 306 C RGB-0, 184, 222 HEX-00B8DE CMKY – 72, 0, 10, 0



Prairie Paintbrush PMS – 192 C RGB – 213, 0, 50 HEX – D50032 CMKY-0, 100, 72, 0



Waving Wheat PMS – Medium Yellow C *RGB* – 255, 205, 0 HEX – FFCD00 CMKY-0, 14, 100, 0



Deep Blue PMS-662 C RGB – 20, 27, 77 HEX – 141B4D СМКҮ – 100, 100, 6, 60



Mountain Boomer PMS-326 C *RGB* – 0, 173, 159 HEX-00AD9F CMKY - 88, 0, 48, 0

4.0 | TYPOGRAPHY

4.1 | TYPOGRAPHY

Primary Fonts

Proxima Nova Bold (OLC Word Mark)

The quick brown fox jumped over the lazy dog.

0123456789 .?!@#\$%& **Grange Heavy Condensed** (Winners & Social Media)

The quick brown fox jumped over the lazy dog.

0123456789 .?!@#\$%& nevis Bold (Headline)

The quick brown fox jumped over the lazy dog.

0 1 2 3 4 5 6 7 8 9 . ? ! @ # \$ % &

Word Mark

Horizontal
OKLAHOMA LOTTERY

Vertical

OKLAHOMA LOTTERY

Secondary Fonts

News Gothic MT (Body)

The quick brown fox jumped over the lazy dog.

0123456789 .?!@#\$%& Montserrat (Website & Digital Media)

The quick brown fox jumped over the lazy dog.

0123456789 .?!@#\$%&

5.0 | GAMES

5.1 | OK SCRATCHERS LOGO



COLORS



Green Plains

PMS – 157-8 U RGB – 146, 200, 62 HEX – 91C73D CMKY – 48, 0, 100, 0 Okie Nights PMS – 282 U RGB – 4, 30, 66 HEX – 041E42 CMKY – 100, 72, 0, 73 Scratchers are played by removing scratch-off coatings from the play area of tickets. There are various ways to win, including matching numbers, letters and/or symbols, revealing specific symbols or numbers, or otherwise satisfying the requirements listed in the game instructions. Scratchers contain instant win prizes.

OKLAHOMA POBONE BAD POWERPLAY







COLORS



Pantone Black *CMYK- 0, 0, 0, 100 RGB- 39, 37, 31 Hex- #27251F*

Pantone 186

CMYK- 2, 100, 85, 6 RGB- 200,16, 46 Hex- #C8102E Powerball[®] is a multi-state draw game sold in 44 states, Washington, D.C., Puerto Rico and the U.S. Virgin Islands with drawings every Wednesday and Saturday. Five numbered balls are drawn from 1 to 69 and one "Powerball[®]" ball is drawn from 1 to 26. If a player's numbers match those that are drawn, the jackpot is won, which starts at \$20 million and grows until someone wins the jackpot.

Each Powerball[®] play is \$2. For an additional dollar, players can add the Power Play[®] option to multiply non-jackpot winnings by 2, 3, 4, 5 or 10 times. For Power Play[®], the Match 5 prize tier is set at \$2 million.

Powerball® = One word with ® registered trademark symbol superscripted at the end

Power Play[®] = Two words with [®] registered trademark symbol superscripted at the end

Easy Pick = Capitalized

5.3 | MEGA MILLIONS LOGOS







COLORS

Pantone 2738 C CMYK- 100, 98, 10, 10 RGB- 6, 3, 141 Hex- #06038D

Pantone 485 C *CMYK- 10, 96, 100, 1 RGB- 218, 41, 28 Hex- #DA291C*

Pantone 109 C

CMYK- 2, 16, 99, 0 RGB- 255, 209, 0 Hex- #FFD100

Pantone Cool Gray 7 *CMYK- 44, 35, 34, 1 RGB- 151, 153, 155 Hex- #97999B* Mega Millions[®] is a multi-state draw game sold in 44 states, Washington, D.C., and the U.S. Virgin Islands with drawings every Tuesday and Friday. For Megaball[®], five numbered balls are drawn from 1 to 70 and one numbered ball is drawn from 1 to 25. If a player's numbers match those that are drawn, the jackpot is won, which starts at \$20 million and grows until someone wins the jackpots.

Each Mega Millions[®] play is \$2. For an additional dollar, players can add the Megaplier[®] option to multiply non-jackpot winnings by 2, 3, 4, or 5 times.

Mega Millions[®] = Two words, both capitalized, with [®] registered trademark symbol superscripted at the end

Megaplier[®] = One word with [®] registered trademark symbol superscripted at the end.

Easy Pick = Capitalized

5.4 | LOTTO AMERICA LOGO



COLORS

Pantone 485 C *CMYK- 10, 96, 100, 1 RGB- 218, 41, 28 Hex- #DA291C*

Pantone 285 C *CMYK-* 90, 48, 0, 0 *RGB-* 0, 114, 206 *Hex-* #0072*CE*

Pantone 2925 C *CMYK*- 85, 21, 0, 0 *RGB*- 0, 156, 222 *Hex*- #009CDE

Pantone 2905 C *CMYK-* 45, 1, 0, 1 *RGB-* 141, 200, 232 *Hex-* #8DC8E8 Lotto America[®] is a multi-state draw game with drawings every Wednesday and Saturday. Five numbered balls are drawn from 1 to 52 and one Star Ball[®] number is drawn from 1 to 10. If a player's numbers match those that are drawn, the jackpot is won, which starts at \$2 million and grows until someone wins the jackpot.

Each Lotto America[®] play is \$1. For an additional dollar, players can add the All-Star Bonus Multiplier[®] option to multiply non-jackpot winnings by 2, 3, 4, or 5 times up to \$100,000.

Lotto America[®] = Capital "L" and "A" and [®] registered trademark symbol superscripted

All-Star Bonus Multiplier[®] = Capital "A", "S", "B" and "M" with [®] registered trademark symbol superscripted

Easy Pick = Capitalized

5.5 | LUCKY FOR LIFE LOGOS





Lucky for Life[®] is a multi-state draw game with drawings every Monday and Thursday. Each play is \$2. Five numbered balls are drawn from 1 to 48 and one Lucky Ball number is drawn from 1 to 18. If a player's numbers match those that are chosen, they win the top prize — \$1,000 a day for life. The second-level Lucky for Life[®] prize is \$25,000 a year for life.

Lucky for Life[®] = Capital "L"s with lowercase "f" and [®] registered trademark symbol superscripted

THE GAME OF A LIFETIME[®] = Tagline should be capitalized with [®] registered trademark symbol superscripted

COLORS

Pantone 356 C

CMYK- 96, 26, 100, 15 RGB- 0, 120, 51 Hex- #007833

Pantone 357 C *CMYK-* 85, 40, 91, 39 *RGB-* 28, 86, 49 *Hex-* #1C5631

Pantone 350 C *CMYK-* 79, 43, 83, 42 *RGB-* 43, 80, 52 *Hex-* #2*B*5034 **Pantone 429 C** *CMYK-* 38, 27, 27, 0 *RGB-* 163, 169, 172 *Hex-* #A3A9AC

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Pantone 430 C *CMYK-* 54, 41, 38, 4 *RGB-* 124, 133, 140 *Hex-* #7C858C

5.6 | OKLAHOMA ONLY GAMES LOGOS



COLOR

Medium Yellow C *CMYK- 0, 14, 100, 0 RGB- 255, 205, 0 Hex- #FFCD00* Pick3 is an Oklahoma-only draw game terminal-generated game in which players select three numbers between 0 and 9 and can play the numbers straight (numbers in the exact order), box (numbers in any order), front pair (match the first two numbers as they are drawn) or back pair (match the last two numbers as they are drawn). Each Pick3 play is \$1. Drawings are conducted nightly after 9:00 p.m. CST.

Pick 3 = Capital "P"; include a space between the word "Pick" and the number "3"



COLOR

Pantone 268 C CMYK- 84, 99, 0, 12 RGB- 75, 40, 132 Hex- #4B2883 Cash5 is an Oklahoma-only draw game terminal-generated draw game that is drawn nightly. Five numbers are drawn from 1 to 36; if all numbers match those that are chosen, the top prize of \$25,000 taxes paid is won. The top prize is a fixed amount. If other players also match all five numbers, all winners will win a top prize. If a situation arises where there are more than five (5) winners for a single drawing the winners will equally split a pretax total amount of \$200,000. Each play is \$1.

Cash 5 = Capital "C"; include a space between the word "Cash" and the number "5"

6.0 | PLAYERS CLUB

6.1 | PLAYERS CLUB LOGO

PRIMARY LOGO

The Players Club is an exclusive second chance opportunity for our players who register with the Oklahoma Lottery App. Players have unique opportunities to play and win more. The logo consists of a word-mark and arrows, which represent the second chances Players Club offers to our players.



Okie Nights *PMS* – 282 *U RGB* – 4, 30, 66 *HEX* – 041E42 *CMKY* – 100, 72, 0, 73



COLOR VARIATIONS



Bison Blue *PMS* – 306 *C RGB* – 0, 184, 222 *HEX* – 00B8DE *CMKY* – 72, 0, 10, 0



Green Fields *PMS* – 157-8 *U RGB* – 146, 200, 62 *HEX* – 91C73D *CMKY* – 48, 0, 100, 0



Windy White RGB – 255, 255, 255 HEX – FFFFFF CMKY – 0, 0, 0, 0



Black RGB – 0,0,0 HEX – 000000 CMKY – 0, 0, 0, 100

6.2 | PLAYERS CLUB LOGO

SECONDARY LOGO

The secondary logo should only be used if there is a textured background, and for any other legibility purposes. The text and arrows should be filled with white, unless you are using the white version.



Okie Nights PMS - 282 U RGB - 4, 30, 66 HEX - 041E42 CMKY - 100, 72, 0, 73



COLOR VARIATIONS



Bison Blue *PMS* – 306 *C RGB* – 0, 184, 222 *HEX* – 00B8DE *CMKY* – 72, 0, 10, 0



Green Fields *PMS* – 157-8 U *RGB* – 146, 200, 62 *HEX* – 91C73D *CMKY* – 48, 0, 100, 0



Windy White w/ Okie Nights Fill *RGB* – 255, 255, 255 *HEX* – *FFFFFF CMKY* – 0, 0, 0, 0



Black RGB – 0,0,0 HEX – 000000 CMKY – 0, 0, 0, 100